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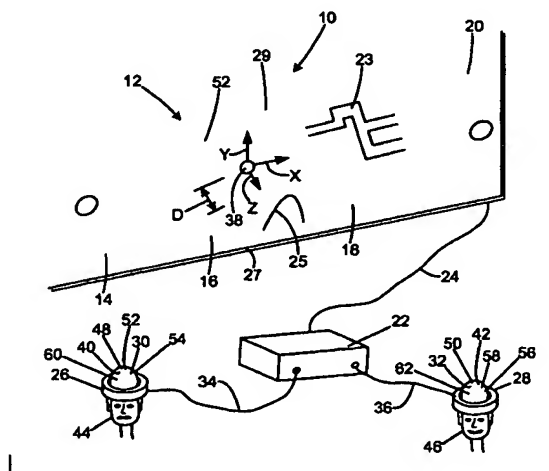
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(54) Title: METHOD FOR PLAYING GAMES USING BRAIN WAVES



(57) Abstract: The method is for playing a game (10) by providing each player (44, 46) with a sensor (30, 32) for measuring brain wave frequencies of the players (44, 46). The player (44) moves a unit (38) on a playing area (12) in an x-direction toward the player (46) when the brain wave frequency of the player (44) is at a first frequency and the brain wave frequency of the player (46) is at a second frequency wherein the first frequency is lower than the second frequency. The player (44) moves the unit (38) in a y-direction perpendicular to the x-direction when the brain wave frequency of the player (44) is at a third frequency and the brain wave frequency of the player (46) is at a fourth frequency wherein the third frequency is greater than the fourth frequency.



For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.